

# Objective

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To contribute as a member of a strong, creative, and passionate team and be a part of an environment that will continually challenge me to learn and grow.

# Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Guidekick Inc| 3D Environmental Artist Aug. 2014 ~ Current

## Recreate real world environments in 3D for mobile game and simulation production as well as design

## layouts for environments using Unity3D.

**TVGla | Associate Producer**  
Help lead innovation and creativity through digital ad campaigns, social media, and websites for large **Oct. 2015 ~ Sep. 2016**

entertainment companies. Work closely with designers and developers to help bring to life the clients vision and

excitement of movies and television shows in the digital advertising world. Major projects include:

* *Steve Jobs, Minions, Trainwreck, Jurassic World* |Digital Ad Campaign for awards season– Universal
* *Vikings Season 4 & Roots Miniseries* Web application and digital ad campaign- A&E/History Channel
* *Hulu Brand* Digital ad campaign - Hulu
* *Home Alone 25th Anniversary* Web application and social media campaign – Fox Home Entertainment

## NeoCrux | 3D Artist May 2015 ~ Aug. 2015

Create high and low poly spaceship set up in Unity3D for the 3D mobile game *GalaCollider*

## Night Light Interactive | Producer, Marketing Director Jan. 2013 ~ June 2015

Interface with clients and publishers, assist with business development and manage the marketing team.

## Animax Entertainment | Producer, Interactive Project Manager Sep. 2013 ~ Apr. 2015

Create schedules and budgets, interface with clients and manage the development team including

artists and programmers. Major projects include:

* *TMNT* mobile game - Paramount/Nickelodeon,
* *Anchorman 2* mobile game – Paramount,
* *Community* animated promos - Sony/NBC, and
* *Gifts and Presence* holiday promotional animation - SpiritClips/Hallmark.

## Techtonic Games | Creative Director, Project Manager, Co-Founder Mar. 2011 ~ Oct. 2013

Directed a game development team (18 staff) including artists, programmers, web developers, audio

engineers accountants and marketing team. Worked closely with the modeling team to build 3D

environments, and created low poly 3D models and textures for the game Bust-N-Rush.

## E4 Software | 3D Artist June 2010 ~ Mar. 2011

Create 2D and 3D graphics for mobile games and applications including *Critter Mash* for iPhone

## Chico State Game Studios | Lead Modeler and Texture Artist June 2009 ~ June 2010

Manage a 3D modeling team of 23 artists, establish a 3D modeling pipeline, model and textured

low-poly 3D characters and props for the game 40 Stories

# Education\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_­\_\_\_\_\_\_\_

# California State University Chico | Chico, California June 2003 ~ June 2010

Bachelor of Science in Applied Computer Graphics - Minor in Studio Art and French

## Year abroad at L’Université d’Aix-Marseille | Aix-en-Provence, France June 2005~ June 2006

# Software Skills/Organizations\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Producers Guild of America – New Media Council – Video Games & Digital Animation May 2015~ Present

* + - Maya, Silo3D, & zBrush
    - Unity3D & Unreal Engine
    - Jira, Basecamp, & Trello
    - Adobe Photoshop, Illustrator, After Effects, Premier, Flash, Dreamweaver & Audition
    - Google Apps for business
    - Microsoft Office
    - Wordpress & HTML/CSS

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